



International Project Week  
HOCHSCHULE NORDHAUSEN

## **25<sup>th</sup> International Project Week 2023 08<sup>th</sup> – 13<sup>th</sup> May 2023**

**Lecturer:** Friedrich Ederer

**University/Company:** University of applied sciences Nordhausen

**Country:** Germany

---

### **Games for Goals - Innovative educational resources on global citizenship and sustainable development for primary schools**

#### **Content:**

The overall goal of the IPW 2023 – “Games for Goals”: Collaborative working teams of multidisciplinary and international student teams create one innovative game on global citizenship and sustainable development. Framework: UN - Sustainable Development Goals (SDGs). The SDGs, incorporated in an action plan, are a set of 17 objectives to be fulfilled under the Agenda 2030 from the UN. They offer a global framework that can guide governments, civil society, commercial enterprises, as well as any citizen in elaborating projects and defining actions to address a diversity of challenges worldwide. Content: The Erasmus-funded project “Games for Goals” will foster action on the SDGs by providing three innovative educational resources that will be developed by European students for primary school teachers. Together with different stakeholders from various fields of education, specifically primary school teachers, three NGOs and three other European universities, HSN will offer opportunities for project-based student assignments involving multi-disciplinary and intercultural collaboration in three international mobilities from 2023-2025 (Porto, Antwerp and Nordhausen). In the IPW mobility in 2023, our students from all study courses will develop one innovative educational game together with international students from France, Portugal, Belgium and Netherlands in Porto (Portugal). The first feedback from HSN students highlights the interdisciplinary relevance of sustainable development, as we received clear interest from all study courses at the HSN. To empower them for the project goal, students will actively participate in interdisciplinary and international workshops led by the NGOs. These will focus on the following: - global citizenship - sustainable development and the SDGs - gamification techniques - active pedagogy - soft skills based on the Inner Development Goals framework. The students' work during the IPW 2023 is integrated into the overall project goals that focus on facilitating the use of and improving access to innovative educational resources in global citizenship and sustainable development. Therefore, the educational games developed by the students have a tangible impact because they will be tested and used by teachers in European primary schools. Whilst the first two student projects will be hosted in other European countries, in 2024, the HSN will host the third mobility and invite the project partners and students to Nordhausen.

**Methods:**

- SDG-related scenarios/case studies and game-based group activities
- theoretical impulses on the SDG-framework
- individual research and group discussions
- teamwork and intergroup presentation
- systematic (iterative) reflection on action in work groups

**Competences and skills to be acquired:**

On completion of the week, participants will:

1. Understand the heterogeneity and complexity of global challenges by applying the SDG framework to specific examples and case studies
2. Have a general understanding of games as an intuitive approach to learning and game-based learning as an innovative method for primary school education
3. Appreciate innovative education in primary education from professional perspective by applying key aspects of active pedagogy in concrete educational activities regarding the SDG's
4. Develop criteria and requirements for innovative learning activities from a theoretical approach
5. Be confident in transferring learning content into innovative activities by using gamification techniques and incorporating an inclusive design
6. Be confident in collaborative work by participating actively in interdisciplinary and international teams
7. Advancing professional advocacy for the SDGs, as well as methods to embrace participation for children in the SDGs

**Prerequisites:**

Interest in:

- SDGs/innovative education
- work in interdisciplinary teams
- reflect on how findings in own field of study can be used in innovative educational tool

Mandatory proof of these interests/skills (preselected)

**Language of instruction:**

English